

Paul Zimmer

Summary

My talents lie in animation, cinematics, realistic design ideas, and quickly learning anything. I am a breeze to get along with, take direction easily, and am always glad to help out a fellow co-worker. I am willing to relocate to anywhere I'm needed.

Employment

Feb. 2007 – Present Gas Powered Games Redmond, WA

Animator/Level Designer (Full Time)

- Rigged, skinned, animated, scripted, implemented, and polished all assigned animations from Max to game.
- Quickly implemented gameplay and bug fixes on all assigned levels.
- Efficiently picked up leadership responsibilities as management changed, ensuring that my department had what it needed to function with minimal speed bumps.

Dec. 2006 – Feb. 2007 Gas Powered Games From Home

Animator (Contract)

- Provided 30+ character animations for an up and coming original IP.

Jan. 2005 – Nov. 2006 Shiny Entertainment Newport Beach, CA

Cinematic Animator (Full Time)

- Created 1/3 of all the cut scenes in "The Matrix, Path of Neo" (PS2, Xbox, PC).
- Created all 300+ cut scenes in "Warriors of Enkor" for PSP (canceled before beta).
- Helped animate a short film for a canceled Earth Worm Jim PSP title.
- Was responsible for camera animation, object animation, character placement, animation scripting and gameplay scripting for all my cut scenes.
- Quickly became a 1-man department while on the Warriors of Enkor project and met every deadline up to its cancellation.

Education

Oct. 2001 – June 2004 The Art Institute of CA-OC Santa Ana, CA

Bachelor of Science in Media Arts & Animation

- Graduated with Honors in June 2004
- 3.6 cumulative GPA

Software Experience

3d Max (Character Studio and Puppet Shop), Maya, Motion Builder, Photoshop, Illustrator, Premiere Pro, After Effects, Combustion, Flash, Sound Forge, Microsoft Word, Microsoft Excel.

References

1. Sean Ekanayake (ex-supervisor), Art Director at Uber Games
2. Clayton Kauzlaric (co-worker), Creative Director at Gas Powered Games
3. Justin Clark (co-worker), Lead Engineer at Gas Powered Games
4. Bryan Erck (ex-coworker), Senior VFX Artist at Bioware Austin
(Contact information upon request)